



Santiam River District Spring Camporee 2026 “Military Service & First Responders” Unit Guide



Date: April 24 – 26, 2026

Location: Powerland Heritage Park (3995 Brooklake Rd NE, Salem, OR 97303)

Cost for All Attendees: \$15 per scout or adult (Early Bird – April 20th at 11:59pm), April 21th, \$20 per scout or adult.

Who is Invited: Scout BSA and Venture Crews to camp. Arrow of Light Dens can camp with a host Troop but must have their parent/guardian with them. Webelos Dens as a day activity. Cub Scout Packs welcome to visit in the afternoon along with the community.

Arrival Time: Units can start to arrive at 5:30pm on Friday April 24, 2026.

What do I need for Check-in: All scouts and adults attending will need a Part A&B BSA Medical Form. Each Unit will need a Troop Roster with Scouts and Adults.

No Ground Fires or burnable material in a fire pit.

Propane Firepits Allowed. Charcoal Briquets allowed only for Dutch Oven cooking. Must be above ground on a metal stand structure.

Schedule:

- Friday April 24, 2026
 - 5:30pm - Check-in is open
 - 6:30pm - IOLS Class Starts
 - 8:30pm - SPL & SM meeting
 - 10:00pm - Lights Out (Quite Time)
- Saturday April 25, 2026
 - 8:45am - Opening Flag
 - 9:00am - Start of Patrol Events
 - 12:00pm - End of Patrol Events / Lunch Time.
 - 1:00pm - Start of Patrol Events, Display by First Responders and Community Welcome to visit.
 - 3:00pm - End of Patrol Events. Score cards turned in. Patrol Skits Sign-up.
 - 4:00pm - End of Fun Activities and Display by First Responders. Dinner Time.
 - 5:30pm - Patrol Harty Dinner & SPL/SM 5 Star Dessert turned in.
 - 6:00pm - IOLS Class Ends
 - 7:30pm - Closing Flag & Campfire
 - 10:00pm - Lights Out (Quite Time)
- Sunday April 26, 2026
 - 8:00am - Clean-up & Pack-up
 - 9:00am - Closing (Scouts Own Service & Closing Remarks)
 - 11:00am - All Units are to be departed.

BRING YOUR OWN TRANSPORT!!!!!!!!!!!!

Patrols will need to have some type of Transport fitting the theme of “**Military Service & First Responders**” to transport their gear and at least one scout to each event. You can make it as large or small as you like.

Patrol Event Guidelines and Scoring Criteria:

Patrols sizes will be 4 to 8 scouts with 4 competitors at each event. Each Scout must compete in at least 50% of the events. There are 3 competition groups. Group 1 will be Webelos. Group 2 will be scouts that have the rank of Scout, Tenderfoot, 2nd Class and First Class. Group 3 will be scouts that have the rank of Star, Life and Eagle Scout. If there are 2 or more scouts in a Patrol that is at the rank of Star or above that Patrol will compete in Group 3. Arrow of Light and Webelos Den may have a Scouts BSA Den Chief as part of their group and compete with them. Adults are not to help in any way during the events. This is a competition of Trail to First Class scouting skill and most importantly having Fun.

It is important that each event area has 3 or more stations to have several patrols going at once. This is key so scouts will get through all the events. Troops will need to provide all the supplies to run their events.

At every event Patrols will be give points for the following:

- Patrol Yell
- Patrol Flag
- Transport
- Uniform – Uniforms are a key to scouting. The score is based on, are they all wearing the same thing (This would include tops and bottoms)? Like Field uniform, Troop t-shirt/sweatshirt, Patrol t-shirt/sweatshirt, or in costume fitting the theme. (they do not have to match if in costume).
- Teamwork – How well does the Patrol work together during the event.

Events:

1. Fire Hose Bowling
 - The 4 Scouts from a Patrol will roll hose rolls 25 feet at 2 liter bottles.
 - 4 Scouts will get 2 rolls each. A total of 8 rolls per patrol.
 - Points will be added for each pin knocked down.
 - Pins will be set back up after each scout does its 2 rolls roll. Unless the scout knocks down all the pins, gets a strike, in their first roll they will set up all the pins again.
2. Help the Hurt Hiker get to Safety
 - The 4 scouts will splint a leg and treat a cut arm of an additional scout from their Patrol. If they do not have 5 or more scouts in the Patrol a hurt hiker will be provided.
 - They will need to make a stretcher with provided materials.
 - The 4 scouts are to carry the victim safely 100 feet.
 - Graded on their first aid skills, stretcher and transpiration of injured scout and it is a timed event.
3. Build a Signal Fire
 - The 4 scouts will use supplied wood to build a fire.
 - The Patrol can have a fire starter that is BSA approved.
 - They are encouraged to use alternate lighting devices other than matches. (bonus points)
 - Burn a string that will be 10 inches above the ground.
 - Burnable material no higher than 6 inches. Must be lit at the base, not at the top.
 - Timed event.

4. Bucket Bigrade
 - The 4 scouts are to transport water from 1 bucket to another and fill up to or pass a designated line.
 - Distance is 25 feet between buckets.
 - Timed event.

5. Clues at the Crime Scene
 - The 4 scouts will be given 20 seconds to remember what items are under the tarp.
 - Details of the items are important.
 - They will have 30 seconds to write down the items they say.

6. Throw the Lifeline to the Stranded Hiker
 - The 4 scouts will be given 3 ropes to tie together using the Bowlen, Square knot, and Sheet Bend.
 - Each knot will be tied by a different scout.
 - The 4th scouts will then need to hold on to the rope and throw it towards a target.
 - It is a timed event and points given for correct knot tied and how close they get to the target.

7. Fireperson's Carry through Obstacle Course
 - The 2 scouts will need to carry one of their Patrol members with the Fireperson's Carry. Through an obstacle course.
 - It is a timed event.

8. Find Your Way Across a Ravine and Stream (Minefield Game)
 - The 4 scouts will need to navigate as a team through the ravine and stream.
 - Only one scout at a time.
 - New scout can not start until the scout crosses or get back to the line.
 - No talking but hand signals are allowed. Time will be added if you talk.
 - All 4 scouts must cross.
 - Timed event.

9. Feed the Hungry Lost Hiker
 - The Patrol will be asked to provide a Harty Dinner for judging.
 - No Dessert. Scoutmaster and Senior Patrol Leaders job.
 - A list of what is in the meal must be provided with the dinner.
 - It will be judged on nutrition, taste, and presentation.
 - **Meal must be cooked with no help from adults.**

Troop (SM & SPL) Events Guidelines and Scoring Criteria:

The Scoutmaster and Senior Patrol Leaders are the Leaders of the Troop just like the Commanding Officer, Senior NCO, Incident Commander and Command and General Staff. The Leadership skills and knowledge help to create a calm environment and confidences to the Team they lead. Much like a good SM & SPL can inspire and lead a Troop of scouts. These events are designed to help showcase those skills of the SM & SPL in Leading their Troop and inspiring them with their knowledge and skills. The most important part is that they know how to have fun as well as lead. The SPL can also participate in the Patrol Events.

Events:

1. Inspection Time
 - The Scoutmaster and Senior Patrol Leaders will be scored on their scout uniform.
 - Will be using the official Scouts BSA inspection form and points.
 - The Scoutmaster and Senior Patrol Leaders will be scored on their basic scouting knowledge in Trail to First Class Requirements and Scouting History.
2. Fire House Up to Code
 - The Troop Campsite will be inspected looking at safety, cleanliness, organization, and entrance.
3. Chief Cook Off
 - The Scoutmaster and Senior Patrol Leaders will prepare a 5 Star Dessert.
 - It will be graded on taste and presentation.

Awards:

For the Patrol events each event will have a 1st, 2nd, and 3rd place ribbon for each of the 3 groups. There will be an overall Top Patrols by the 3 groups with the total points added up for 1st, 2nd, and 3rd, place ribbons. There will be a prize for the overall (combined 3 groups) 1st Place Patrol as well fitting with the theme of First Responders.

For the Troop or Scoutmaster & Senior Patrol Leaders events each event will have a 1st, 2nd, and 3rd place ribbon. There will be an overall Top Troop Award with the total points added up for 1st, 2nd, and 3rd, place ribbons. There will be a prize for the 1st place Troop as well fitting with the theme.

Fun Activities:

1. Displays **(Bonus Points will be give to Patrols that visit each of the displays for the overall score.)**
 - a. Fire Department
 - b. Police Department
 - c. Marion County Sheriff's Office Search and Rescue
 - d. Oregon State Police
 - e. Oregon Department of Forestry, North Cascade District
 - f. Oregon State Fire Marshal
 - g. Oregon Emergency Management
 - h. US Forest Service, Willamette National Forest
 - i. Oregon Army National Guard
 - j. Oregon Air National Guard
 - k. US Army
 - l. US Navy
 - m. US Marine Corps
 - n. US Air Force
 - o. US Coast Guard
 - p. US Space Force
 - q. Backcountry Horseman of Oregon
 - r. OA Display
 - s. Scouting History Display

